

FIGURE 1

FIGURE 2A

locky arthur

FIGURE 2B

IDEEZZEE . IEISOI

FIGURE 3A

FIGURE 3B

loomy allenger

FIGURE 4A

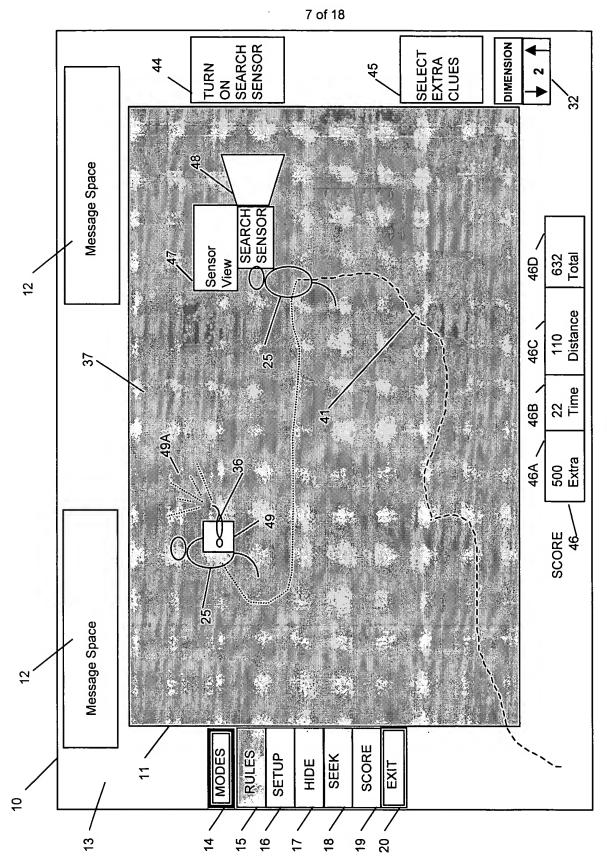


FIGURE 4B

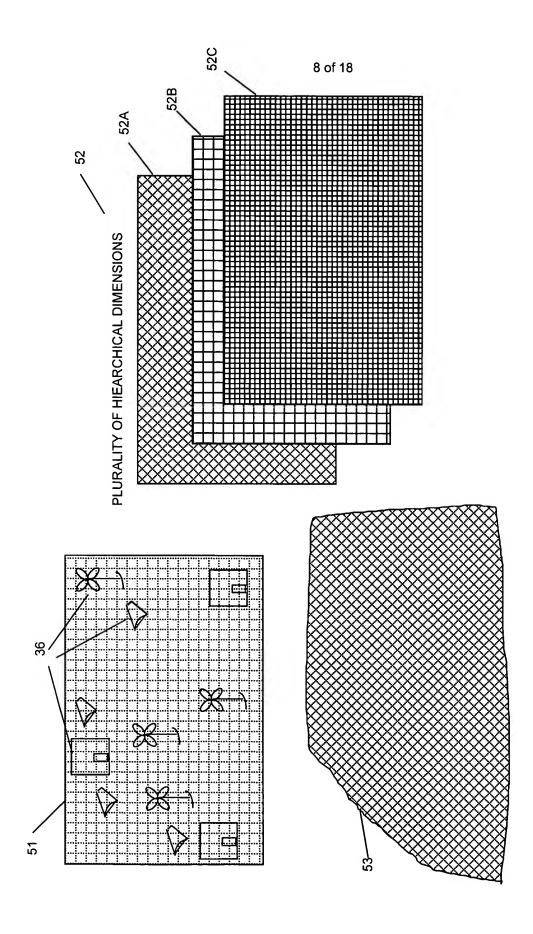
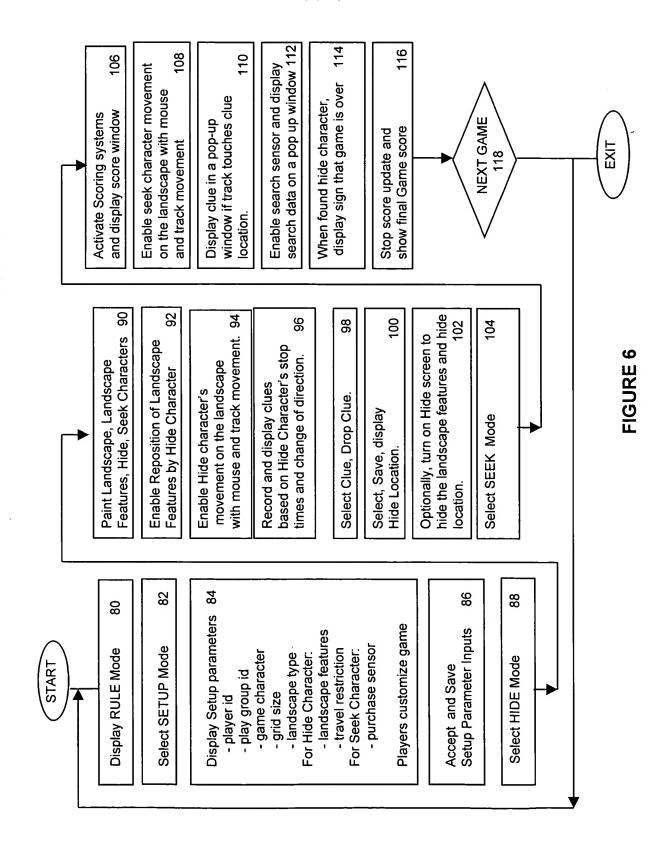


FIGURE 5



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FIGURE 7A

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FIGURE 7B

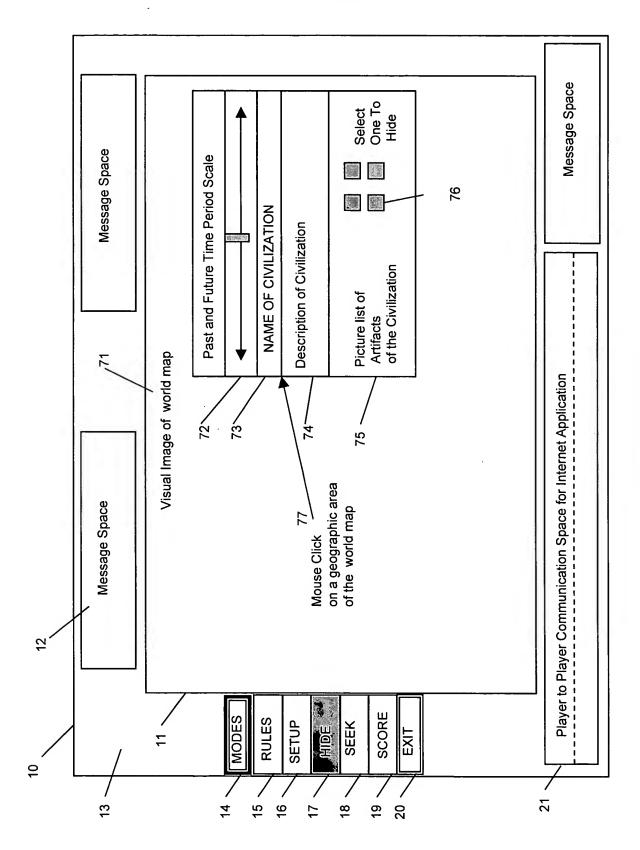


FIGURE 8A

logeze e e e e e e e

FIGURE 8B

Number of Messages/Mode = 4

I - Commercial

1- Habit

- Event/Location

I - Personal

MESSAGE RULES 130

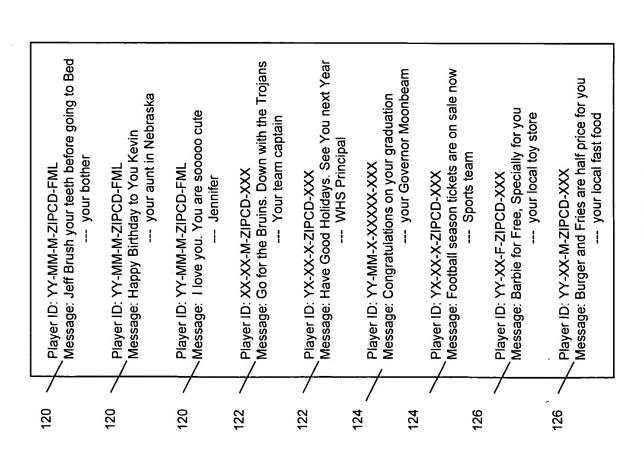


FIGURE 9A

FIGURE 9B

MESSAGE DATA BASE STRUCTURE 132 Rules, Setup, Hide, Seek, and Score Event/Location, 133C 133D 133E 133B Age Group 133A Commercial Personal Message Content: 132B Player ID Habit, Location Message Type: 132C Gender Season Text/Graphic file Dependency: 132E Time Game Mode: 132D 132A Message Id: 132A 1456721 1456722 Message Id: Record1 Record₂ Record3

Message Space: 2 139A: Display Frequency: 3 139B Message Type: Community 132C, Message ID 132A Message ID 132A Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event Message Space: 1139A: Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A Message Space: 2 139A: Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event 132C, Message ID 132A Message Space: 2 139A: Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A Message Space: 2 139A: Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A 132C, Message ID 132A 132C, Message ID 132A Message Space: 2 139A: Display Frequency: 3 139B Message Type: Commercial 132C, Message ID 132A Message Space: 1 139A: Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A 132C, Message ID 132A Message Space: 1 139A : Display Frequency: 4 139B Message Type: Commercial 132C, Message ID 132A 132C, Message ID 132A 132C, Message ID 132A 132C, Message ID 132A Message Space: 2 139A : Display Frequency: 3 139B Message Type: Personal Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event Message Space: 4 139A: Display Frequency: 2 139B Message Type: Event Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event Message Space: 4 139A: Display Frequency: 2 139B Message Type: Event Message Space: 3 139A: Display Frequency: 2 139B Message Type: Event Player ID: YY-MM-G-ZIPCODE-FML 136 Player ID: YY-MM-G-ZIPCODE-FML 136 RULES: Message Spaces: 3 138A SCORE: Message Spaces: 4 138E SETUP: Message Spaces: 4 138B RULES: Message Spaces: 3 138A SEEK: Message Spaces: 3 138D HIDE: Message Spaces: 2 138C Player Message List 134

FIGURE 9C

	ī					
MESSAGE ENTRY SCREEN 150	Message Type: 151	<> PERSONAL 152	<> EVENT 153	<> COMMUNITY 154	<> COMMERCIAL 155	

PERSONAL MESSAGE ENTRY 156	ID: YY-MM-S-ZIPCD-FML 160	Happy Birthday to You Kevin	FROM: 162 Your Aunt in Nebraska	SUBMIT	

Basketball Season Tickets are on Sale 8AM - 5 PM M-F FROM: 162 Sports team 164 SUBMIT **EVENT MESSAGE ENTRY 159** _PASSWORD_ **DISTRIBUTION: 163** Age Range Territory Gender MESSAGE: 161 ACCOUNT_

FIGURE 10A

LOCIET EET THE

START

Player enters Player ID 136 into Game software.

166

168 Game Software reads Message Display Rules 130 that determine number and types of messages.

To facilitate random selection of messages Run Random

4

A third party accesses the message

entry screen 150.

START

Number Generator to create a number sequence that determines search order.

170

Read Message Dependency Parameters 132E.

142

Event 153, Community 154 and Commercial

Select Message Type: Personal 152,

172

Game Mode, Message Dependency, Random Sequence, and Create Message Queries for all the messages required for a game. Message Query Strings is based on Message Type, Player ID.

Enter message 161, its distribution attribute 163 and message source 162.

Send number of Queries, equal to the number of messages required for the Game, to the message database 350. For each player ID 136, create a new Player Message List 134 178 or update an existing Player Message List 134 to hold the results of the search query.

146

Game server receives messages and saves

them in the Message database 350.

For each game mode, display messages from the Player's Message List 134

or enter into a Merchant Billing Account File. 148

If Message Type is Commercial, create and

182 Delete or mark messages, for frequency, in the Player's Message List 134 as they are displayed or get used up.

END

FIGURE 10B

END

FIGURE 10C

232



Player 1 establish connection to the Hide and Seek game website. Enters player ID, Play-Group Id. Player 2 establish connection to the Hide and Seek game

204 Game server sends to each player in the Play-Group the game rule executable file.

206 Each player's browser displays the Rule mode.

game strategy of who will play roles of Hide and Seek. 208 Each player types in the communication window the

210 The game server sends the game strategy to other players

212 Game strategy is displayed on the communication window of each player.

214 Game server assigns the Hide and Seek character personality to each player in the play group.

216 One of the player selects the Setup Mode. Mode transition is sent to game server.

218 The game server sends to each player computer the Setup Mode executable.

Players send messages to each other and decide on set up parameters to complete Setup mode.

222 Hide player selects Hide Mode. Mode transition sent to game server.

Game server sends to the hide character player the Hide mode executable.

224

on Hide screen. The hide data is sent to game server. 226 Hide player takes actions to hide. When finished, turns

228 Game server sends a message to Seek players to begin Seek mode.

230 Game server Seek character player selects Seek mode. sends seek executable file to Seek player

Seek and Hide may communicate with each other while

Seek character player begins seek mode.

234 Seek finds Hide or cannot find ask Communicate and ask the Hide for location. Seek is seeking.

236 The Score is calculated. Players select setup to play another game with role reversal



FIGURE 11